

Gambling Report for Dallas/Monmouth/Independence Oregon

Introductions:

This paper was compiled in hopes to better understand not only the effects of gambling on youth but also to better understand the gambling atmosphere and potential youth have specifically in the Dallas/Monmouth/Independence areas of Polk County Oregon. The beginning of the paper is research that was done to look at what effects or connections, if any, gambling can have on mental illness, substance abuse/use, suicide, financial or other types of loss can have not only on the individual but also on the family, parents, social networks and community. We also tried to look at the prevalence of youth gambling in the specified areas, although the data is dated and there is more research needed in this area.

The survey done was conducted by two OHSU nursing students under the direction of the Polk County Family & Community Outreach Drug/Alcohol & Gambling Prevention Coordinator. An excel sheet was made (see attachments 3 & 4) depicting what was to be assessed at each gambling site in Dallas, Monmouth and Independence. The surveyors were to assess items such as advertising, location of machines, accessibility by youth and store details to gather information.

RESEARCH:

Youth & Parents Prevalence & Attitudes of Gambling:

Paraphrase from OREGON YOUTH AND THEIR PARENTS: GAMBLING AND PROBLEM GAMBLING PREVALENCE AND ATTITUDES Report to the Oregon Department of Human Services (Volberg, Hedberg, Moore, 2008):

Six in ten Oregon adolescents (63%) have gambled at some time in their lives, 46% have gambled in the past year and 3% gamble once a week or more often.

Boys are far more likely to gamble regularly than girls and older adolescents are more likely to gamble regularly than younger adolescents.

Despite being less likely to gamble regularly, Black, Hispanic and Asian adolescents in Oregon report spending significantly more on gambling in a typical month than White adolescents.

It is estimated that there are between 1,100 and 6,300 adolescents in Oregon with severe gambling related difficulties. There are another 10,300 to 16,300 adolescents in Oregon whose gambling has caused them less severe difficulties in the past year.

Adolescent problem gamblers in Oregon are significantly more likely to be male and to live in households with incomes below the median.

Adolescent problem gamblers are significantly more likely than other gamblers to have skipped school, to have been hurt by and to have deliberately hurt someone else, to have been cautioned by the police, arrested and been to court in the past year.

Families where the parents gamble are twice as likely to have an at-risk adolescent gambler and four times as likely to have an adolescent problem gambler, holding constant who these children gamble with, their allowance and how much they spends on gambling.

The frequency of gambling among Oregon adolescents is correlated with alcohol, tobacco and marijuana use. Like weekly gamblers, adolescent problem gamblers in Oregon are

significantly more likely than at-risk and non-problem gamblers to have used alcohol, tobacco and illicit drugs in the past year.

Adolescents have more naïve attitudes towards gambling than their parents. However, relatively high proportions of parents (regardless of whether or not they gamble) believe that gambling is a harmless activity, that youth who gamble are unlikely to have problems in school, and that youth gambling is not associated with alcohol or drug use.

The majority of adolescents who gamble do so recreationally and in order to socialize.

In the wake of the recent rapid legalization of lottery and casino gambling throughout North America, researchers investigating youth gambling have noted that there is now an entire generation of adolescents and young adults who have grown up in a society that not only condones, but encourages, gambling (Gupta & Derevensky 2000; Jacobs 2000; Shaffer & Hall 1996; Stinchfield & Winters 1998). Their concern is that, over time, increased availability and decreased stigma will lead to increases in adolescent gambling and, potentially, increases in the prevalence and severity of gambling problems among adolescents and young adults. These researchers are also concerned with the role that parents who gamble play in facilitating gambling by their children.

Oregon invests more than \$6 million annually to minimize harm from gambling using a public health framework that includes prevention, harm reduction and multiple levels of intervention and treatment as well as a substantial program of research and evaluation.

Research has shown that gambling among young adults has more than doubled in the last two decades. It has also shown that gambling in adolescence and early adulthood is associated with greater gambling in adulthood suggesting that gambling behavior begins early in life and development (Hayatbakhsh, Clavarino, Williams, Bor & Najman, 2012).

Pathological gambling is on the rise. In 1976 it was estimated that 0.77% of the population were pathological gamblers. By 2008, the number had jumped up to 5% with the number still rising, especially among the populations of young adults and those with mental health disorders, accounting for almost one third of the industry's revenue (Ashely & Boehike, 2012).

Adult Problem Gambling:

While gambling has become a popular pastime for many groups, it has become especially prevalent in the adult population and furthermore in the older adult population. This may be for many reasons but a major reason is likely due to the opportunities afforded to adults, especially in Oregon. Tribal casinos, lottery products, sports betting and internet gambling has become more accessible and popular than ever for the Adult population, especially in Polk County with the Spirit Mountain Casino being built. The increase in the number of people with gambling problems corresponds with the increase in availability of gambling opportunities (Oregon Problem Gambling Services, 2001). While experts agree that the majority of the adult

population can gamble without a problem, prevalence studies show that 2.7 percent of the adult population become problem or pathological gamblers and older adults comprise the highest growth of gambling activity (Ashley & Boehike, 2012).

According to the Oregon Council on Problem Gambling (2013), findings from previous prevalence studies that were done reported that the rate of problem gambling in Oregon, which is combined rate of pathological and problem gambling, among adults in Oregon ranged from 3.3 percent in 1997 to 2.3 percent in 2001, a decent decrease. However, a 2006, replication study had shown that the number had increased to 2.7 percent and this increase is projected to continue (Oregon Problem Gambling Services, 2001). According to the council there are approximately 81,000 adults in Oregon who will benefit from a treatment intervention.

Due to the prevalence of problem gambling in Oregon among the adult population it is important to consider youth gambling as well. It is possible for youth problem gambling to not only lead to, but also determine the extent of problem gambling in the future as gambling picked up in the younger years may lead to further use of gambling in the adult years.

Effects of Advertising:

In a study done by Derevensky, Sklar, Gupta and Messerlian in 2011, it was found that adolescents claim that gambling advertisements portray gambling as entertaining, enjoyable, exciting, showcasing an easy opportunity to make easy money and that anyone can win. Most adolescents said that they felt bombarded by internet pop up ads, 96% saw advertisements on television, 61% received email spam, 69% from billboards, 68% from newspapers and 55% from magazines. The ads are typically colorful, display a glamorous lifestyle, give a sense of fantasy and portray excitement for those who gamble. They also will use celebrities, provocative females and glitz to entice the youth and others who view the advertisements. This study also showed that males were more susceptible to believing the advertisements and being drawn into gambling.

For those who already gamble, advertisements can make them more vulnerable and more susceptible to gamble again. For gamblers, the advertisements portray happiness, a high chance of winning and imminent success.
(Derevensky, Sklar, Gupta and Messerlian, 2011)

Gambling and Suicide Risk Correlation:

In our research on the correlation between gambling and suicide and suicide risk, it has been found that suicide is a common consequence of problem gambling in the United States. In many of the studies we have found, there have been correlations between suicidal ideations as well as attempts in problem gamblers. Also according to the NorthStar Problem Gambling Alliance (2016), no other addiction has as high of a suicide rate as gambling. According to their estimates, one in five gamblers will attempt suicide, almost twice the rate as other addictions. With an estimated two million compulsive gamblers and four to six million problem gamblers in the U.S., the potential for problem gamblers with suicide risks is substantial (Newman & Thompson, 2003).

According to Blaszczynski and Farrell, high rates of suicidal ideation have been reported among populations of pathological gamblers. Risk factors experienced by pathological gamblers leading to suicidal ideations or attempts are related to a number of exposures to severe psychosocial crises (Blaszczynski and Farrell, 1998). These may take the form of escalating gambling-induced severe financial difficulties, fear of disclosure of debts and/or criminal offences, marital discord and possible termination of employment due to absenteeism or reduced productivity. The combination of depression and severe psychological stresses experienced by the compulsive gambler together make a great risk factor for both suicidal ideations as well as suicide attempts. This is further exaggerated by use of substances, and impulsivity, which is a common risk factor in developing problem gambling tendencies. Under conditions of intense emotional distress, turmoil and sense of hopelessness, suicide is often considered as the only optional solution to their predicament (Blaszczynski and Farrell, 1998). Furthermore, pathological gambling is similarly associated with high rates of major depression, alcohol and substance abuse and marital dysfunction which have also been shown to be psychosocial risk factors for suicide in the general population as well.

In our research into the correlation between gambling and suicide we have found that suicide is all too common of an outcome in pathological gamblers. This is for many reasons, but is mainly related to various psychological effects as well as psychosocial issues that are caused by the problem gambling. This is of direct concern in this report because we are looking at the accessibility as well as the promotion of the gambling machines in the Polk County area, and all of these factors may have a direct influence on the pathological gambler fulfilling their need and further exacerbating their addiction. For many reasons stated above, this may in the long run lead to increased suicidal ideations as well as attempts.

Gambling and Substance Abuse Correlation:

In a 2012 study there showed a correlation between problem gambling and psychopathology, including substance abuse. Substances were defined as cigarettes, alcohol, and illicit substances including heroin. It was shown that young adults gambling was associated with concurrent substance abuse (Hayatbakhsh, Clavarino, Williams, Bor & Najman, 2012). An increased amount of cigarettes smoked as well as illicit substances used were related to greater use and engagement in gambling behaviors. The authors reported that their findings were consistent with previous research on the correlation of gambling and substance abuse correlation.

Furthermore, there has been shown a direct relationship between the amount of money spent on gambling and the amount of and frequency of the substance abuse (Hayatbakhsh, Clavarino, Williams, Bor & Najman, 2012). While this involves young adult problem gambling, the more money that the subject spent on the gambling led to a self reported, increase in use of the substances. For example, subjects who spent 7-35 dollars a week on gambling, were three times more likely to smoke 10 or more cigarettes per day, while those who spent more than 35 dollars a week had a stronger association of increased cigarettes smoked. Similar findings were

found for other types of substances as well (Hayatbakhsh, Clavarino, Williams, Bor & Najman, 2012).

Further studies of adults 18 years and older show similar associations. In one study it was shown that in adults 18 years of age and older that alcohol, tobacco and marijuana are all prevalent and co-occur with problem gambling (Barnes, Welte, Tidwell & Hoffman, 2015). It is shown to have such prevalence that the more the individual gambles, the more likely that they will be to use the substance more often. Of note is that the most prevalent comorbidity associated with problem gambling is alcohol but that the co-occurrences of tobacco and marijuana are also very high (Barnes, Welte, Tidwell & Hoffman, 2015).

This report shows that across the age spectrum problem gambling is associated with other substance abuse issues. This shows that there is a strong association between these issues. This may confound and lead to other co-morbidities associated with problem gambling such as mental illness and suicide risk.

Gambling and Mental Illness Correlation:

Epidemiologic Catchment Area [ECA] sponsored by the National Institute of Mental Health found that problem gamblers were at least three times as likely to be classified for depression, schizophrenia, antisocial personality disorder, and alcoholism than non gamblers.

Gambling has been linked to depression and anxiety not only in adults but also in adolescents. One study found that 72% of problem gamblers had felt depressed within the past year of gambling with 39% of them being seen by a doctor for stress-related issues. Many problem gamblers also exhibit antisocial behavior (Hayatbakhsh, Clavarino, Williams, Bor & Najman, 2012).

Another study found that pathological gambling co-occurred with mental health disorders, including mood disorders (49.6%), anxiety (41.3%), and personality disorders (60.8%) (Kourgiantakis, Saint-Jacques & Tremblay, 2013).

Gambling and Other Types of Loss:

Gambling has been associated with other types of loss. For instance, in a study done by Kourgiantakis, Saint-Jacques & Tremblay in 2013, found that people who gamble have elevated rates of financial difficulties. They have higher incidence rates of bankruptcy, unemployment, higher amounts of debt and struggle more to meet daily living expenses. Greater gambling severity is linked to committing illegal acts.

The family can be greatly affected by gambling. Spouse's claim one of the hardest aspects to overcome is the deceit, dishonesty and lack of understanding or comprehending the gambling addiction and its consequences. There is typically a lack of trust, which can result in lack of hope resulting in separation or divorce. Marriages involving gambling overall have a high amount of distress and dissatisfaction in the relationship. Spouse's of gamblers not only have emotional problems such as depression, fear, loss of security, anger, guilt, despair and uncertainty but also physical problems such as insomnia, headaches, excessive eating, smoking, drinking, panic attacks and exhaustion. Intimate relationships involving a gambler are

more likely to involve intimacy problems, intimate partner violence, elevated rates of mental health problems and alcohol use and a higher rate of separation and divorce. The family overall will likely eventually experience isolation from other family and friends due to shame and embarrassment or by strain put on others from the gambling addiction itself.

The study also found that children being raised by parents who gamble are more likely to be neglected and have a higher risk of childhood maltreatment and trauma. Children of gamblers describe their loss as feelings of their gambling parent not being emotionally or physically available, financial stability, loss of relationship with other family members or friends, loss of safety, stability, reliability, trust and for some children even losing their home. Some children also experienced emotional problems such as depression and behavioral problems.

The loss of the family unit is a substantial one when you consider that when alone a gambler is likely to not complete treatment alone. 50% gamblers remained in treatment until completed with only 3-6% of gamblers seeking treatment. Only 8% of those who complete treatment will abstain from gambling within the first year of completing treatment. Natural recovery has better success rates than treatment seeking gamblers do. The natural recovering gamblers had higher success rates due to help from their family and friends. Their family and friends assisted them with coping skills, reducing their gambling time and influences, reduced the amount of money spent on gambling, decreased distress in the gambler and increased relationship satisfaction. Couples who went to therapy together also reported in lowered urges to gamble, increased relationship satisfaction and greater control in maintaining abstinence. The study showed that having a significant other or family in their life greatly increases the gambler's odds of successful treatment outcome as well as increases retention in treatment.

(Kourgiantakis, Saint-Jacques & Tremblay, 2013)

It has been found that between 12.5-15% pathological gamblers will become incarcerated (Ashley & Boehike, 2012).

SURVEY FINDINGS:

Findings of A Gambling Window Survey:

This survey was performed over a one week period in order to assess the areas of Dallas, Monmouth and Independence. We were assessing any stores and restaurants that carried gambling items, such as video poker machines and lottery scratch it's, paying close attention to the accessibility to youths. In doing our window survey we utilized a self made assessment form and assessed for many factors closely associated to the increased likelihood of youth gaining access to gambling materials as well as the exposure to advertising for gambling or playing the lottery. These included factors such as the location of the place of business in relation to schools, parks and high traffic areas, the ability of employees to view the gambling machines, and the advertising as in how appealing it is to young people. These are a few of the key factors that we assessed and our findings by region and type of business are given below.

Convenience Store Findings:

Dallas:

Dallas has one grocery store (Safeway) that has a gambling machine for scratch-it and draw games in the front of the store. It is close to all cashiers and the help desk employees to be able to see.

There are four convenient stores within Dallas that sell lottery tickets. All of these stores have multiple areas for advertising the lottery games, potential winnings as well as how much was recently won by gamblers. All convenient stores sell lottery tickets within view of youth. They are displayed within a glass case on the countertop where purchases are made by all consumers, including adolescents. The lottery tickets are also sold close to other items youth are frequent buyers of such as candy and gum. Lottery advertising is located in multiple areas of the stores, including places where youth can easily see such as close to the main door entrance, close to the register and outside on the building by the store name.

It is the opinion of the assessor that convenient stores can be common places for youth to be exposed to lottery games, opportunities and ideas of winning. Each of the convenient stores are located in high traffic areas of Dallas requiring all passerby's to see the business and it's advertising. Only one convenient store (The Market) is within 0.2 miles to a school (Lyle Elementary), park, library or Dallas Aquatic Center.

Monmouth/Independence:

Independence has a Roths which has a gambling machine near the front door on the right side as you are leaving the store. It is in view of the cashiers to see if they are able to look over and watch for kids to be using them. Monmouth does not have a supermarket type store which has gambling.

There were four convenience stores in Independence which were assessed for gambling. Three of the stores are in a very high traffic area where children are likely to be. One is just across the street from the Roths area mall where children are frequently present. It is not directly near, but is very close to Central School and is likely a walking route for children to get home or to school.

The other market is the Independence Mini Mart which is also in a very high traffic area as it is downtown, kind of on the corner of two main streets. This market is further away from the schools on the west side of Independence, but it is closer to the restaurants and stores on the east end of town. It is almost directly across the street from the Independence library and is relatively close to both the movie theater and the riverfront park where children are likely to be.

The only convenience store in monmouth

All of the convenience stores in the Monmouth / Independence area have various areas of lottery advertising in multiple different areas in the store, most of them in the very near vicinity of the cashier stand. This assessor did not see any lottery advertising outdoors other than the oregon lottery sign or the neon video poker sign in the window. However indoors and in close proximity to the machines lottery advertising includes, but is often not limited to, advertising of the games, potential winnings, as well as how much has been won at that particular location. The stores sell tickets in close proximity to areas that youth will frequent, youth can easily see, and close to things that youth frequently buy such as candy and pop. It is the opinion of this

assessor that the advertising as well as sales of lottery tickets in majority of the stores are placed in such a way as to ensure youth are unable to avoid coming in contact with gambling.

Restaurant Findings:

Dallas:

There are 18 restaurants in Dallas that were assessed for gambling. Of these 18 restaurants, six had gambling machines within the business. Of these six restaurants, all had the gambling machines within designated areas with signs stating "No Minors Allowed" as well as were within areas close to business employees view as to be monitored. It is believed by the assessor that the likelihood of youth gambling at these sites presents a low risk.

Each business had an Oregon Lottery sign placed outside for passerby's to see. Most of these business' did not offer additional advertising enticing youth or pathological gamblers to enter the designated area to gamble outside of the restricted area. One business had signs posted just at the entrance of the restricted area (Starlite Bowling Lanes) which were visible to youth or pathological gamblers.

All machines seen by the surveyor had the gambling hotline displayed within view of the person using the machine. Only 25% of the locations offered additional pamphlets regarding gambling addiction, help and contact information for the gambling hotline/website. All gambling machines have the My Limits hotline phone number on the machine itself.

Almost all these business' are in high traffic areas of Dallas. Only the Dallas Public Library is close in proximity to the gambling business'. All parks, schools or Dallas Aquatic Center are not close in proximity to these business'. That being said, Dallas has limited traffic paths requiring most vehicles to pass the main road consisting of the gambling locations.

Monmouth/Independence:

Restaurants in Monmouth and Independence appear to carry a low risk of being accessible to youth in the opinion of this author. In Monmouth and Independence there were 33 places that were noted as serving food that are accessible to youths. There are 16 in Independence and 17 in Monmouth. This report will focus on the bars and restaurants that did carry video poker machines as well as allowed minors into the bar. The most notable findings in completing this assessment has been that the majority of these bars and restaurants are either relatively close in proximity to a place where youths frequent, such as a school or park, and their location in a high travel area such as a busy street or a busy shopping area. The majority of the restaurants and bars that were assessed were in a very high traffic area, such as on a main street or in a shopping area with many other restaurants, stores, or fast food places. Most of the places of business that were assessed were also either directly adjacent to, or were within a block of places where kids may frequently be, such as parks and schools. These areas in Monmouth and Independence lead to the possibility of having high child traffic in the vicinity of the restaurants and bars which may lead to a higher likelihood of children gaining access to gambling in these areas. However, these are the only main concerns that are noticed in the Monmouth/Independence area.

Upon assessment of the machines inside of the restaurants, there appeared to be a low likelihood of accessibility to youths. Because the machines are generally within eyesight of

employees, in a secluded gambling section, and have signs prohibiting minors, we will consider these machines at low risk. Whereas, if for example a machine met two of these criteria it could be considered medium risk, and where 1 or less criteria are met we would then consider a machine at high risk. Topics assessed in our window survey included whether the machines were in an area where minors are not allowed, whether gambling machines are in view of store employees, and whether or not there is excessive or attractive gambling that will attract youths to go to the gambling machines. In the assessment the only major areas of concern in Monmouth and Independence are advertising that was present on some of the bars and restaurants. Most noted were the announcements of past winners and the amount of money that these winners received that were noted in two places, one restaurant and one bar. These announcements were on the wall outside of the gambling area. In the restaurant, this wall was still in the bar area where minors are not allowed, while in the other place, the announcements were on a wall in direct view of children. The only other advertising that was noted was inside the gambling area where minors are not allowed which would put the risk of minors viewing it relatively low.

While these are the only noticeable negative risks that were seen in multiple different restaurants in Monmouth and Independence, there were plenty of aspects noted that discourage youths from accessing gambling in the area. All of the places that we went to that had gambling had their machines in an area that was off limits to minors. Most of them were in a back room where there are doors that discourage minors from entering. All of these places had signs that stated no minors allowed. Other noted aspects in majority of the restaurants and bars are that the gambling machines are in view of employees who can see if any minors try to access the machines. The places that were shown not to be in direct view of employees were mostly places that had machines in their own separate areas, with doors or walls blocking the view from the employees. Most however are in direct view of employees that are either serving or working a bar.

Other positives that we noted in the area were that in all of the restaurants and bars that we went to, there was gambling hotline advertisements displayed somewhere in the near vicinity of the machines. For example all of the machines that were looked at had a sticker with the gambling hotline on it in plain view of the person who is at the machine. The only thing noted was that depending on the look of the video poker machine, some of these stickers were difficult to see and maybe didn't stand out as much as they could. All of the restaurants which had video poker multiple places to pick up pamphlets regarding helplines and MyLimit, such as between the machines, at the tables that are in the area, and also two places had them sitting on the ATM that was in the gambling area.

SURVEY CONCLUSION:

It is the opinion of these surveyors that the highest risk of youth acquiring access to gambling or lottery is through the convenient stores. While there is some risk in restaurants through the ability of children to get into a gambling area without being seen, the risk is relatively low for multiple reasons. The restaurants/bars are all well managed as far as not allowing access to minors. They have appropriate signs posted, have the gambling machines in a

designated area, which is well marked and separated from the general public portion of the business, close to employee surveillance and monitored better by the Oregon Lottery. Gambling machines all had the 1-800-My-Limit phone numbers within plain view, only a few business' also had additional information/pamphlets for gambling addiction help.

The convenient stores presented a larger threat to allowing youth to participate in gambling activities. They have more advertising to where youth can easily see. They advertise outside and are mostly located along high traffic areas (see attachments 1 & 2). They also have advertisements throughout the stores where youth can easily see. The convenient stores sell lottery tickets in plain view to youth, they are shown in glass cases located at the cash register and close to candy and gum sold, items frequently bought by youth. The convenient stores are also not as closely monitored by the Oregon Lottery, with little penalty to selling youth lottery tickets. The majority of the convenience stores surveyed in this report, were in either very high traffic areas for travel, many are in high traffic areas that are especially traveled by youth, or in close proximity to areas that are often frequented by youth. Definition of close proximity is within a block of youth frequented areas consisting of, but not limited to schools, parks, libraries, movie theatres, and swimming pools. In light of these multiple reasons as stated above, the surveyors and authors of this report consider the highest risk area for children to access lottery or gambling material to be the convenient stores in the Dallas/Monmouth/Independence area.

While this survey has not been an exhaustive list of the risks of youth gaining access to gambling products and lottery in Polk County, this has been a very in depth review of three of the bigger communities in Polk county. It is the view of these writers that this review is good overview of the entire population and can be a decent source of information regarding the overall risk in Polk County. It is the hope of these writers that the information gained from this window survey can be used to gain an overview of the risk and possibly be used in the future to put in place certain community level regulations to help mitigate and reduce the risk of youths gaining access to gambling products and lottery.

Appendix 1

Video Poker Machines in Dallas:

Hong Kong, Safeway, Starlite Bowling Lanes, Abby's Pizza, Murphy's Grill, North Dallas Bar & Grill, Washington Street Steakhouse and Ugo's Pizza.

Lottery Ticket sold in Dallas:

Thrifty Market, My Goods Market, Dallas Fuel & Food Mart and The Market

Video Poker Machines in Monmouth/Independence:

Main st. Pub & Eatery, The Gym Bar & Grille, Rookies Sports Pub, Jade Terrace, Los Dos Amigos, Chase Bar & Grille, Arena Sports Bar & Grille, Happy Dragon,

Lottery Tickets sold in Monmouth/Independence:

Porters, Independence Circle K, Roths, Circle S Market, Jimmyz Gas, A1 Market

Video Poker- other

Oak Tree Inn Restaurant & Pub

Appendix 2

Types of gambling in Oregon:

Draw games including Powerball, Mega Millions, Win for Life, Keno, Keno to go, Lucky Lines, Oregon's Game Megabucks, Pick 4, Jackpot Trio and Raffle.

Scratch-its including 1, 2, 3, 5, 10 and 20 dollar games. Also Second chance drawings.

Video Lottery including Line games, poker games and Platinum Series.

Types of gambling in Polk County:

Video Lottery- Line games, Poker games, and Platinum Series Games.

Scratch-its- All Scratch-it type games are available in Polk County.

Draw games- Polk County has draw games available, however we did not assess for all types available.

Attachment 1:

Map of Dallas gambling locations. Red dots are locations of gambling, green dots are restaurants where gambling is not available and yellow dots are locations where youth frequent such as schools, parks, etc.

Attachment 2:

Map of Monmouth and Independence. Red dots are locations of gambling, green dots are restaurants where gambling is not available and yellow dots are locations where youth frequent such as schools, parks, etc.

Attachment 3:

Excel sheet of Dallas Gambling Location Survey

Attachment 4:

Excel sheet of Monmouth/Independence Gambling Location Survey

Attachment 5:

Highlighted areas of findings of study

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